

No. 0112300-030; "GAMING DEVICE HAVING A CHANGEABLE OBJECT,"
Serial No. 09/680,111, Attorney Docket No. 0112300-137; "GAMING DEVICE
WITH TRAVELING REEL SYMBOLS; Serial No. 09/689,197, Attorney Docket
No. 0112300-153; and "GAMING DEVICE HAVING A SYMBOL COVERING
FEATURE," Serial No. 09/684,275, Attorney Docket No. 0112300-154.

In the Claims:

Please amend Claim 1 as follows:

1. (Amended) A gaming device having a gaming scheme, said gaming device comprising:

a controller;

a plurality of reels controlled by the controller, said reels having at least two player selectable interacting symbols;

a display device controlled by the controller and adapted to display the reels and said interacting symbols interacting with each other after said interacting symbols are generated on the reels and a player selects one of the interacting symbols generated on the reels; and

means controlled by the controller for enabling the player to select one of the selectable interacting symbols.

Please amend Claim 2 as follows:

2. (Amended) The gaming device of Claim 1, which includes an award provided to the player which is associated with at least one of the interacting symbols.

Please amend Claim 3 as follows:

3. (Amended) The gaming device of Claim 1, which includes an award associated with each interacting symbol, wherein said award associated with the player selected interacting symbol is provided to the player.

Please amend Claim 4 as follows:

4. (Amended) The gaming device of Claim 1, wherein the reels include a plurality of sets of interacting symbols, wherein each interacting symbol in each set interacts with at least one other interacting symbol in said set.

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[Please amend Claim 5 as follows:]

5. (Amended) The gaming device of Claim 1, wherein the interacting symbols are on non-adjacent reels.

[Please amend Claim 6 as follows:]

6. (Amended) The gaming device of Claim 1, which includes at least three interacting symbols, wherein upon a generation of said three interacting symbols on the reels, at least two of said interacting symbols are player selectable.

Please cancel Claims 7 to 12 without prejudice or disclaimer.

Please amend Claim 13 as follows:

13. (Amended) A method for operating a gaming device having a gaming scheme with a plurality of symbols including at least two player selectable interacting symbols on a plurality of reels, said method comprising the steps of:

- (a) randomly generating and displaying a plurality of said symbols on the reels;
- (b) enabling a player to select one of the interacting symbols if at least two interacting symbols are randomly generated and displayed on the reels;
- (c) displaying an interaction between said interacting symbols; and
- (d) providing an award to the player which is associated with the selected interacting symbols.

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[Please amend Claim 14 as follows:]

14. (Amended) The method of Claim 13, wherein the awards associated with each interacting symbols are randomly selected from a plurality of awards.

[Please amend Claim 15 as follows:]

15. (Amended) The method of Claim 13, wherein the step of enabling the player to select interacting symbols includes enabling the player to select one of the interacting symbols when at least two of the interacting symbols are displayed on a payline associated with the reels.

Please amend Claim 16 as follows:

16. (Amended) The method of Claim 13, wherein the step of enabling the player to select interacting symbols includes enabling the player to select two of the interacting symbols when the interacting symbols are displayed on a payline and the award is based on the interacting symbols selected by the player.

Please amend Claim 17 as follows:

17. (Amended) The method of Claim 13, wherein the step of enabling the player to select interacting symbols includes enabling the player to select at least one interacting symbol when two interacting symbols are generated on adjacent reels.

Please amend Claim 18 as follows:

18. (Amended) The method of Claim 13, wherein the step of enabling the player to select interacting symbols includes enabling the player to select at least one interacting symbol when two interacting symbols are generated on non-adjacent reels.

Please amend Claim 19 as follows:

19. (Amended) The method of Claim 13, which includes prompting the player to select one of the interacting symbols.

Please amend Claim 20 as follows:

20. (Amended) The method of Claim 13, which includes audibly prompting the player to select one of the interacting symbols.

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Please add new Claims 21 to 40 as follows:

21. (Newly Added) A gaming device comprising:
a display device;
a plurality of reels displayed by the display device;
a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and at least two player selectable interacting symbols;
a payline associated with the reels; and
a processor which controls the display device, said processor operable to enable a player to select one of the selectable interacting symbols when said interacting symbols are randomly generated on said payline associated with said reels, cause the display device to display said selected interacting symbol interacting with another of said interacting symbols generated on the payline associated with on said reels, and provide an award to the player associated with one of said interacting symbols.

22. (Newly Added) The gaming device of Claim 21, wherein the award provided to the player is the award associated with the interacting symbol selected by the player.

23. (Newly Added) The gaming device of Claim 21, wherein the player selectable interacting symbols are on adjacent reels.

24. (Newly Added) The gaming device of Claim 21, wherein the player selectable interacting symbols are on non-adjacent reels.

25. (Newly Added) The gaming device of Claim 21, which includes at least three interacting symbols, wherein all three interacting symbols interact after said interacting symbols are randomly generated on said payline on the reels and the player selects one of the interacting symbols.

26. (Newly Added) A gaming device comprising:
a display device;
a plurality of reels displayed by the display device;
a plurality of symbols on said reels said symbols including a plurality of non-interacting symbols and at least three interacting symbols; and
a processor which controls the display device, wherein upon the random generation of said interacting symbols on said reels, said processor is operable to cause the display device to display all of said interacting symbols simultaneously interacting with each other and provide an award to the player associated with one of the interacting symbols.

27. (Newly Added) The gaming device Claim 26, which includes a payline associated with the reels, said processor is operable to cause the display device to display all of said interacting symbols interacting with each other on said payline after said interacting symbols are randomly generated.

28. (Newly Added) The gaming device Claim 26, wherein at least two of the interacting symbols are player selectable.

29. (Newly Added) The gaming device Claim 28, wherein the award provided to the player is an award associated with the interacting symbol selected by the player.

30. (Newly Added) A gaming device comprising:
a display device;
a plurality of reels displayed by the display device;
a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and at least two interacting symbols
a payline associated with the reels; and
a processor which controls the display device, said processor operable to cause the display device to display said entire interacting symbol interacting with another of said entire interacting symbols when said interacting symbols occur on the payline associated with the reels, and provide an award to the player associated with one of the interacting symbols.

31. (Newly Added) The gaming device of Claim 30, wherein the interacting symbols are player selectable, and the processor is operable to enable the player to select at least one of the interacting symbols when said interacting symbols occur on the payline associated with the reels.

32. (Newly Added) The gaming device of Claim 31, wherein the award provided to the player is an award associated with the interacting symbol selected by the player.

33. (Newly Added) A gaming device comprising:
a display device;
a plurality of reels displayed by the display device;
a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and a plurality of interacting symbols;
an award from a plurality of awards associated with each different pair of interacting symbols generated on the reels; and
a processor which controls the display device, said processor operable to cause the display device to display one of said interacting symbols interacting with another of said interacting symbols when at least two of the interacting symbols are randomly generated on the reels and provide the award associated with said pair of interacting symbols to the player.

33. (Newly Added) The gaming device Claim 32, wherein the interacting symbols are player selectable and the processor is operable to enable the player to select at least one of the interacting symbols when said interacting symbols are randomly generated on the reels.

34. (Newly Added) The gaming device of Claim 33, wherein the award provided to the player is a randomly generated award associated with the interacting symbol selected by the player.

35. (Newly Added) A gaming device comprising:

a display device;

a plurality of reels displayed by the display device;

a plurality of symbols on said reels, said symbols including a plurality of non-interacting symbols and at least two player selectable interacting symbols on non-adjacent reels;

a payline associated with the reels; and

a processor which controls the display device, said processor operable to enable a player to select one of the selectable interacting symbols when said interacting symbols are randomly generated on said payline on non-adjacent reels, cause the display device to display said selected interacting symbol interacting with another of said interacting symbols, and provide an award to the player associated with said selected interacting symbol.

36. (Newly Added) A method of operating a gaming device having a plurality of symbols including at least two interacting symbols on a plurality of reels, said method comprising the steps of:

(a) randomly determining and displaying a plurality of the symbols on the reels;

(b) displaying an interaction between at least two of the interacting symbols if the interacting symbols are randomly generated displayed on the reels, wherein each interacting symbol performs at least one movement to interact with the other interacting symbol;

(c) providing an award to a player associated with one of the interacting symbols.

37. (Newly Added) The method of Claim 34, which includes enabling the player to select one of the randomly generated interacting symbols.

38. (Newly Added) The method of Claim 37, wherein the award is based on the interacting symbol selected by the player.

39. (Newly Added) The method of Claim 36, wherein the gaming device is operated through a data network.

40. (Newly Added) The method of Claim 39, wherein the data network is an internet.
